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GAMING Community OFF-TOPIC Community

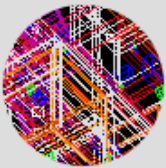
Interesting Video Game Fan Theories : Page 2

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Fletch

Member (04-14-2014, 08:04 AM)

+ Quote



Originally Posted by Prototype

ME3 indoctrination theory.

Yeah, this is great. That video along with all the emotions at the time when ME3 came out was awesome. Having the main character be indoctrinated along with the player is insanely cool.

#101

Professor Beef

holds a doctorate in beef (04-14-2014, 08:11 AM)

+ Quote



Originally Posted by eyeball_kid

I haven't played FF8 since it came out, so you'll have to forgive my haziness, but I don't remember the plot making a lot of sense. Squall suddenly imprisoned? It felt lazy.

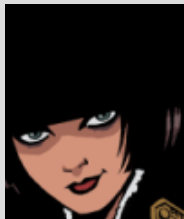
He just attacked Edea, the new President/Dictator of Galbadia. Of course he was going to be imprisoned.

#102

XANDER CAGE WELCOME TO THE XANDER ZONE

(04-14-2014, 08:29 AM)

+ Quote



People like to point to Squall's lack of chest injury after being impaled with ice at the end of disc 1 or 2 or whatever as proof something weird is going on, except that Final Fantasy is a series practically built on characters conveniently surviving impossible injuries or characters suddenly forgetting what a Phoenix Down is and dying from injuries less severe than the ones sustained during the average battle.

#103

ramyeon

Member (04-14-2014, 08:46 AM)

+ Quote



Originally Posted by XANDER CAGE

People like to point to Squall's lack of chest injury after being impaled with ice at the end of disc 1 or 2 or whatever as proof something weird is going on, except that Final Fantasy is a series practically built on characters conveniently surviving impossible injuries or characters suddenly forgetting what a Phoenix Down is and dying from injuries less severe than the ones sustained during the average battle.

Like I said before I don't agree with the theory, but it is pretty obvious that the directors of the CGI scenes intended for the attack to look fatal. It was at the end of the disc, it was a huge cliffhanger and

#104

they wanted you to believe he may have died. That's the effect they were going for, I can't see how you'd think otherwise when the last shot is him being impaled by the ice. To go from that to him suddenly fine is a really weird directorial choice so I can see why people would be put off from it.

At the end of the day people are free to interpret how they wish, it doesn't bother me at all.

Prototype

Member
(04-14-2014, 08:59 AM)

+ Quote



#105

Originally Posted by **eyeball_kid**

I haven't played FF8 since it came out, so you'll have to forgive my haziness, but I don't remember the plot making a lot of sense. Squall suddenly imprisoned? It felt lazy. And I think where there's a narrative vacuum, readers/viewers/players will come up with their own ideas to fill the gaps. That doesn't mean the theories are wrong. It just means the authors didn't do an excellent job of telling the story they wanted to tell.

Originally Posted by **Gazoinks**

Yeah, honestly most of the stuff in the Squall Is Dead theory is much more easily attributed to bad writing. Although I do like the interpretation of the ending movie.

Ya, it was abrupt and the switch from Disc 1 to Disc 2 is essentially responsible for all this mayhem lol. I won't go so far as to say they didn't understand what they were doing but I will admit that it could be a combination of factors -- certain things getting lost in translation + budget. Look at XenoGears for example, the second disc was essentially a long wall of text (which I read lol). I guess we should also consider that they could have intentionally made it abrupt, although this isn't a very satisfying answer.

Speaking of *satisfaction* I think some of these theories do something for fans of certain games. Satisfying the desire to see something "more interesting" happen then what actually took place.

and ya, Gazoinks, reading wacky theories is pretty fun, I could think of worse ways to spend my time! Also, I fully agree with you on how the Squall is Dead theory seems to match the ending very well, even if it isn't true, it's a pretty good fit in parts.

edit:

Originally Posted by **Fletch**

Yeah, this is great. That video **along with all the emotions at the time** when ME3 came out was awesome. Having the main character be indoctrinated along with the player is insanely cool.

I think you bring up a good point. Everyone really wanted something great, something amazing, and the reaction to the ending was this immense wall of flame and hatred that smashed into Bioware and their forums. People got *really* passionate about it. While there was a lot of mindless hate, we got cool things like the indoctrination theory out of it, which seems to fit so well sometimes that I still think about it to this day and wonder... lol. It may never be true canon, but it was such a good theory imo that it's head-canon for me. It helps me sleep better at night XD

Last edited by Prototype; 04-14-2014 at 09:14 AM.

CaptainSlow

Member
(04-14-2014, 09:10 AM)

+ Quote



#106

Fucking subbed. I love reading insane, bat shit stuff people come up with.

Fletch

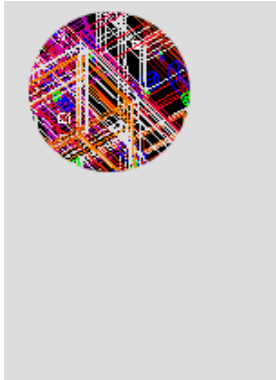
Member
(04-14-2014, 09:33 AM)

+ Quote

#107

Originally Posted by **Prototype**

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I think the ending of Mass Effect 3 is actually extremely interesting when paired with the Extended Cut & Leviathan DLC. Leviathan basically explains that the Catalyst AI is doing what its programmed to do, harvesting the galaxy every 50,000 years in an infinite loop, which I find quite tragic. Everything that has happened will happen again.

enzo_gt

tagged by Blackace
(04-14-2014, 09:33 AM)

+ Quote



Originally Posted by **MuseManMike**

The Covenant from Halo represents Islam in its modern religious zealotry, while the UNSC represents the West. Interesting, but untrue -- obviously.

I've never heard of this. The parallels with religion as a concept in general are as explicit as can be though.

Not sure what specifically would relate to Islam.

#108

ViktorSan

Junior Member
(04-14-2014, 09:40 AM)

+ Quote

I really, really, really wanted the ME indoctrination theory to be true.

Also I had a personal theory regarding MGS3: Before launching, based only in the trailers and with MGS2 VR theme very present, I was pretty sure that MGS3 was going to be a VR mission experienced by Solid Snake to understand the Big Boss's reasons to do what he did.

#109

jaxword

Member
(04-14-2014, 10:13 AM)

+ Quote



Squall is dead is an extremely common trope where someone was DEAD ALL ALONG...

The creator of that story just use that FMV as a justification. Which is silly in many ways, but the main reason often cited that the "story goes crazy" is wrong--the Japanese version of Edea's speech is far more morbid and makes it clear this is when things start going downhill for everyone.

Chrono Trigger = The Bible was another made up story by a religious fellow who wanted to see parallels where there were none. For example, the three Gurus were NOT named after Bible wise men, but Ted Woolsey screwed that up and created this interpretation.

FF7, Aerith's death was a later addition--this is right and wrong, since the story mutated and changed many, many times throughout the entire creation, and the more nonsensical parts are attributed to that. A better theory is that Zack was never part of the story, which was true at one point.

Last edited by jaxword; 04-15-2014 at 09:04 AM.

#110

Earthpainting

Knows which side the bread is buttered on.
(04-14-2014, 10:23 AM)

+ Quote



Most of these theories drive me up the wall. They often come off as being desperate to find meaning in a thing they enjoy. What's even more frustrating is when developers respond to them with HMM INTERESTING WHO KNOWS WINK WINK.

That said, I am partial to the one of Twin Snakes being the VR recreation of the Shadow Moses operation. Not only does it make thematic sense, it complements the of all the involved titles, and explains away the Kojima-endorsed over the top liberties that the remake took. Not only does Twin Snakes glorify Snake a lot more, like an established hero would be, Snake also gained Raiden's increased mobility and never displays it again in the series. It would also introduce interesting angles of whitewashing, like removing accents of characters.

#111

ramyeon

Member
(04-14-2014, 10:25 AM)

+ Quote

Originally Posted by **Earthpainting**

Most of these theories drive me up the wall. They often come off as being desperate to find

#112



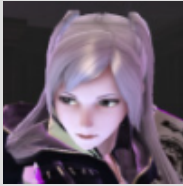
meaning in a thing they enjoy. What's even more frustrating if when developers respond to them with HMM INTERESTING WHO KNOWS WINK WINK.

Why does people having differing interpretations of fictional stories annoy you so much?

laoni

Junior Member
(04-14-2014, 10:34 AM)

+ Quote



Originally Posted by **BocoDragon** ▶

Cool. This theory is back on then. Love it.

Technically, they never said that the theory was false, but they did say these two things.

A Witch's lifespan is the same as a normal human's, however they cannot die until they have passed on their power to the next Witch.

And on Ultimecia

Filled with endless anger, a dreadful witch from the far future.

<http://thelifestream.net/lifestream-...ions-continue/>

<http://thelifestream.net/lifestream-...yword-section/>

#113

Earthpainting

Knows which side
the bread is buttered on.
(04-14-2014, 11:18 AM)

+ Quote



Originally Posted by **ramyeon** ▶

Why does people having differing interpretations of fictional stories annoy you so much?

People can speculate to their heart's content, but I think I'm entitled to dislike the practice when I completely disagree with them. If you're looking for specifics, it bothers me when it distracts from discussing the actual present content the creators carefully had crafted, when it revolves around interpreting misinformation, or wilfully ignoring elements that don't fit the new narrative. Not big on when the more prevalent theories start living a life of their own and get spread around as if they were fact either. The Squall Dies one, Majora's Mask being about the Kübler-Ross grieving model, and Atomic Bomb in Braid are often presented as such. The pseudo-intellectual jerk-circle about detracts "not getting it" is never far off. Then finally I don't like how these subjects are usually approached from a presupposed perspective, which is usually a sign of bad, biased research.

I'm not discounting all of it, of course. The post you quoted even contained a theory I am personally partial to, and comes from a creator whom I can believe is capable of using subtext. Yoshirou Kimura and even Fumito Ueda are some other creators that I believe deliberately want you to think beyond your experience and look for meaning, and weave this into their games. I think that is why it bugs me creators go 'HMM INTERESTING WHO KNOWS WINK WINK' towards fan-theories. I think it's important to keep perspective of conscious efforts, over the selective over-analysed segments that most likely exceeded the scope of the creators' intent.

edit

Originally Posted by **ramyeon** ▶

So do you think the creators are offended by people interpreting their works in ways different to they intended? And if they're not then why are you?

I don't believe I said I was offended by it, but I guess this might be a meta-fan-interpretation of my post that is flying over my head.

You seem to be arguing that creators may enjoy having their work interpreted differently, and I think that's a fair assumption. They have nothing to lose from it, and gain the ability to pretend there was

#114

more to there work that might have been there on the surface. My point is that deliberate subtext holds more value than unintentional subject from a creative point of view, and that I do not like instances of when the latter is based on misinformation or turning blind eyes to certain parts. I don't think that's too unreasonable of a position.

Last edited by Earthpainting; 04-14-2014 at 12:00 PM.

ramyeon

Member
(04-14-2014, 11:33 AM)

+ Quote



#115

Originally Posted by **Earthpainting**

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So do you think the creators are offended by people interpreting their works in ways different to they intended? And if they're not then why are you?

I suppose I've never thought people were spreading them as facts, I've always seen it as just different interpretations and I don't have any issue with that. If I was the creator of the original content I would probably be humbled and delighted that people were so interested in the story or lore I had created that they'd spend so much time analysing it and coming up with alternative interpretations of it.

Screaming Meat

Member
(04-14-2014, 11:46 AM)

+ Quote



A Hideo Kojima Game

#116

Originally Posted by **doofy102**

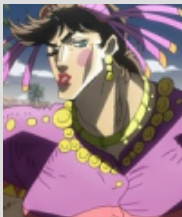
The writer will probably love the little dig at MGS4 in ground zeroes :P

What dig...?

Maragidyne

Member
(04-14-2014, 12:01 PM)

+ Quote



#117

Originally Posted by **Fantastapotamus**

The "**Link is dead in Majora's Mask** and Link's Awakening" theories were always fun to read.

Fun to read/watch, sure, but it's a terrible theory. Also the TLOU = industry theory is one of the most stupid and hilarious things I've read in a while.

Last edited by Maragidyne; 04-14-2014 at 12:05 PM.

hal9001

Member
(04-14-2014, 12:05 PM)

+ Quote

#118

The Legend of Zelda: The Rise of Fascism and Nazism Metaphor and Symbolism

Psuedo-Swastika (not really same orientation) and Eagle



Pokemon: War Theory



You have no father, your best friend is an orphan.
Children are going to a journey around the world.
Your mother accepts you as the man in the house, making your own decisions.
Old man warns about dangers right around the corner.
Most people you meet are children and/or gym leaders.
Most adult men are either very old or have a job related to the military or organized crime.
Hospitals and gyms everywhere, yet no forms of entertainment such as a movie theater.



Lt. Surge:
"Hey, kid! What do you think you're doing here? You won't live long in combat!
That's for sure! I tell you kid, electric Pokemon saved me during the war!"



You now realise that there was a war in Kanto.
Your father died in the war and your rival lost his parents.
You are the amongst the first generation of people to live in peace at post-war time.



Pokemon: Lavender Town Strange occurrences and Suicide Theory

http://youtu.be/de3cONear_8

Animal Crossing: Child Abduction/Hell Purgatory Theory

<http://lparhive.org/Animal-Crossing/Update%201/>

Animal Crossing is a fun game about a kid that moves to a village full of talking animals and does different chores for them. The game has no overall goal or objective and the player seems to merely exist in the village. Why? As the theory goes, you are playing as a child that is actually abducted and indoctrinated into a cult. As you enter the game, your character is actually forced to live in the village of talking animals by a turtle resembling creature called Kapp'n. It is said that Kapp'n is based on a Japanese mythological beast that kidnaps children called Kappa. Forced to pay off your ever growing debt, the player's character is stuck in the village from which there is no escape from this purgatory . Are you playing a fun loving children's game of talking animals or a child abduction simulator? Think about that the next time you decide to go catch some bees.

Earthbound: Baby Killing

<http://whatculture.com/gaming/10-ins...theories.php/5>

Last edited by hal9001; 04-14-2014 at 02:00 PM.

Damigos

Member
(04-14-2014, 01:38 PM)

+ Quote



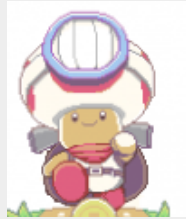
NAZI - ZELDA!!
I am genuinely shocked..

#119

batbeg

Member
(04-14-2014, 01:57 PM)

+ Quote



Originally Posted by **Damigos**

NAZI - ZELDA!!
I am genuinely shocked..

The Japanese manji symbol (note it doesn't have the same orientation as a swastika too) is a renowned symbol with positive connotations so you really shouldn't be shocked.

nofunallowed.jpg

#120

Chettlar

Banned
(04-14-2014, 06:42 PM)

+ Quote

Originally Posted by **VaultBoy101**

Could you summarize this? The video is nearly 13 minutes long.

Lol, didn't realize how long it was because it was so interesting. :P

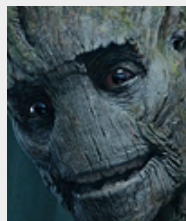
You should watch it anyway, since I think the guy has a compelling argument, but essentially [REDACTED] There's a few other cool things in there as well.

#121

Sulik2

Member
(04-14-2014, 07:49 PM)

+ Quote



I still think at some point during ME3's development they planned to have Shepherd be indoctrinated and then moved away from that into more standard save the world deus machina bullcrap.

#122

TheVoidDragon

Member
(04-15-2014, 11:34 AM)

+ Quote



I remember reading one theory about Portal 2 saying that all of the Personality Spheres were created by uploading people into them, just like GLaDOS was. Rick was some sort of War Hero, the Space Core was an astronaut, and the Fact sphere was a scientist. It makes sense, we know Aperture had those sort of people at their facility at some point, and GLaDOS core is a similar size to them. Obviously it didn't go too well, which resulted in the problems with the cores.

One theory i find really stupid and that makes no sense is this the Game Theory video about their being an actual person stuck inside the Companion cube.

#123

JNT

Member
(04-15-2014, 11:59 AM)

+ Quote



This guy in Earthbound counts, right?

The theory goes that the protagonists defeat the main villain by going back in time to destroy him as a fetus. Pretty sick stuff. Itoi, however, does not agree with the theory.

#124



doofy102

Member
(04-15-2014, 12:09 PM)

+ Quote



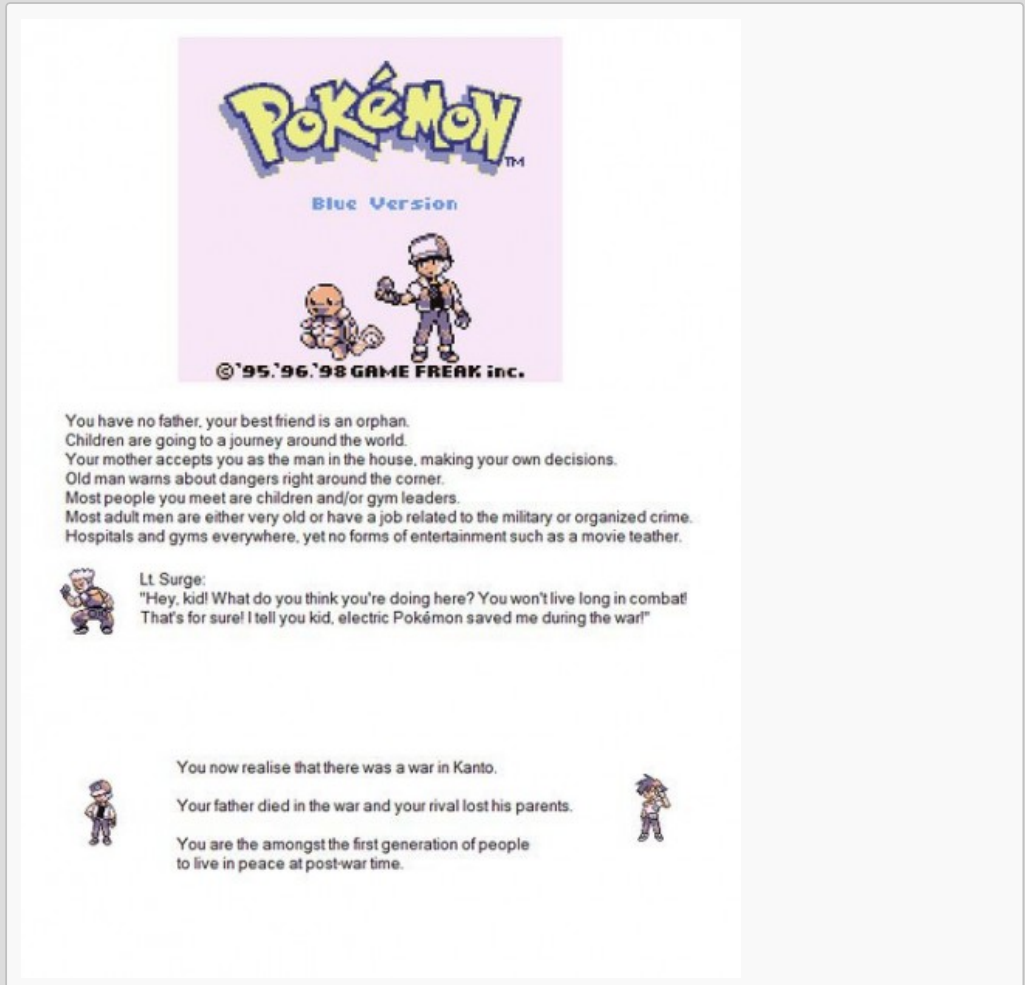
#125

Originally Posted by **Screaming Meat** >

What dig...?

I believe if you look at the erasable MGS4 tag in the Shadow Moses level, Kaz says something like, "You can erase the tag, but you can't erase the memories."

Read it on GAF at least :P

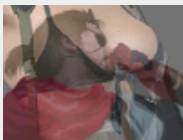


This makes me want to make a ROM hack set during the Kanto war so bad haha. Too bad I know nothing about ROM hacks :P

Akiller

Member
(04-15-2014, 12:32 PM)

+ Quote



#126

Nero being Vergil's son, but I heard Capcom confirmed that in some way.

Dusk Golem

A 21st Century Rockefeller
(04-15-2014, 12:38 PM)

#127

Not so much a theory, but originally in Resident Evil 6 the plot was going to be that Ada Wong from Raccoon City died and the Ada in RE4 was a clone, and in RE6 the clone Ada from RE4 was going to

+ Quote



be encountered by a new clone of Ada, and they were going to battle as their morales were different.

This comes from the director of RE6 about scrapped ideas for the plot (including Chris Redfield dying), but it almost ironically matches a fan theory about how the Ada in RE4 is different than the Ada in RE2 since they act different and you clearly see Ada in RE2 die in one of the endings (and she 'dies' in all of them).

Chettlar

Banned
(04-15-2014, 06:39 PM)

+ Quote

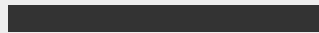
#128

Originally Posted by **TheVoidDragon**

I remember reading one theory about Portal 2 saying that all of the Personality Spheres were created by uploading people into them, just like GLaDOS was. Rick was some sort of War Hero, the Space Core was an astronaut, and the Fact sphere was a scientist. It makes sense, we know Aperture had those sort of people at their facility at some point, and GLaDOS core is a similar size to them. Obviously it didn't go too well, which resulted in the problems with the cores.

One theory i find really stupid and that makes no sense is this the Game Theory video about their being an actual person stuck inside the Companion cube.

Stupid?



Betty

Member
(04-15-2014, 06:43 PM)

+ Quote

#129



I always enjoyed the idea you killed Gary's Raticate, just because the proof makes too much sense.

6) Pokemon: You Killed Gary's Raticate



ItIsOkBro

Member
(04-15-2014, 06:43 PM)

+ Quote

#130

<https://www.youtube.com/watch?v=N2ZmnE0KV6g#t=1m50s>


King K. Rool is Teddy Roosevelt. DKC is a metaphor for the Banana Wars.



FantasticMrFoxdie

Member
(04-15-2014, 10:31 PM)

+ Quote



Wow at that Chrono Trigger bible theory. Makes a lot of sense

#131


Originally Posted by **Spring-Loaded**

That TLoU is a metaphor for the game industry.

Those spoilers man

Rahul
Member
(04-16-2014, 02:09 AM)

+ Quote



Originally Posted by **Prototype**

On a personal note, the reason I like the Squall is Dead theory is that it creates a feeling of *Saudade* (which is the closest word I can find to what I'm trying to express), that is:

...

[wiki](#)


Reading that theory, in combination with re-watching the the ending and the idea that the very memory of Rinoa, the girl he came to love, is fading and no matter how hard he tries he can't remember her was... well saudade

Hey Prototype, that's awesome. I've been reading Squall's Dead comments for four years and no one has brought that up. Thanks for mentioning it, I shared it on the Squall's Dead page on Facebook :)

#132

animlboogy
Member
(04-16-2014, 02:20 AM)

+ Quote




oh god I couldn't get more than two paragraphs into that TLoU theory

#133

that made me feel so, so, so sad inside.

ramyeon
Member
(04-16-2014, 02:26 AM)

+ Quote



Originally Posted by **BocoDragon**

I'm not asserting a theory. Actually I'm rebutting the theory that says "everyone knows cutscenes in video games always have more weight than gameplay. When Edea uses magic on Squall it implies that he should have died or been in a coma/seriously injured".

Sometimes magic in an FF cutscene might be simply magic... even if I agree I don't think they would be as flippant with using attacks in their cutscenes today. (as the LR intro where Lightning's individual sword strikes render monsters to dust informs me)

But actions in cut scenes *do* carry more weight and they do have larger repercussions. I don't see how you can say that's not true when even in the opening scene of FFVIII Squall and Seifer are having a duel and Squall gets his signature scar from a sword swipe delivered by Seifer. Yet of course during gameplay whenever you fight Seifer he hits you just as hard every turn and there are no repercussions from it. Things that happen in cinematics and cutscenes carry much more weight and can have very real repercussions within that fiction's reality.

The scene was MEANT to imply Squall was in grave danger. It was supposed to create tension because it happened right before a disc swap. You're essentially saying that the director of that scene didn't intend us to have any kind of emotional reaction to the scene besides "Oh damn, we lost" when it is much, much more dramatic than that. But then again basically every post you've made you're just saying the same thing over and over again, I'm convinced you are just being stubborn and don't want to consider other points of view.

#134

And no I did not say he *should* have died or been seriously injured, I don't know where you got that from when I have explicitly stated several times I don't agree with the Squall is Dead theory. I'm saying it was the director's intention to make us believe that he was in order to create tension.

Last edited by ranyeon; 04-16-2014 at 02:36 AM.

Boss Riovane

Wait, I did WHAT?
(04-16-2014, 02:47 AM)

+ Quote



More or less the whole Magus is Guile situation. Not the Kidd is Schala. That is given when you fight the time devourer. And I love the idea that the actions in Chrono Trigger essentially screwed the pooch in Chrono Cross. #135

BeekleMatter

Member
(04-16-2014, 02:51 AM)

+ Quote



Don't even pretend like you didn't try it.

And the ME3 indoctrination theory is amazing. I know it was debunked by Bioware, but it is just... so good. #136

MAtgS

Member
(04-17-2014, 10:27 AM)

+ Quote



I just remembered a good one: **The Black Hole Army COs in Advance Wars 2 are all imperfect clones of other COs in the game (excluding Sturm).** #137

1. AW1 had a [REDACTED] at the center of Sturm's plans (spoilered for those just now checking out AW1 on VC)
2. The other 4 COs were no where to be seen in AW1, even when the pressure was on Sturm after his plan was foiled.
3. The 4 BHCOs besides the returning Sturm all bear resemblance to other COs in the game:
 - Flak=Max, dem muscles
 - Adder=Grit, tall lanky & keeps hands in pockets
 - Lash=Sonja, intellectual young girls
 - Hawke=Eagle, white hair & named after birds

Note that no 2 BHCOs were cloned from members of the same country, the spread was a deliberate part of their design.

4. For the most part they're invading the countries of whom they're cloned from. Flak's the 1st boss during the Orange Star tutorial stuff. Adder is 1st fought in Blue Moon, Hawke is the invader of Green Earth. Lash is kinda the odd one but this can chalked up to her being such a crazy mad scientist she wasn't bothering to follow orders & did her own thing.

So the full theory, or my interpretation of it, goes like this:

- A. Sturm needed new invasion strategy after his defeat in AW1.
- B. He has the ability to create clones (or scientists under his command that does that) & little reason to

NOT do so.
 C. Because using an exact clone failed, he opted for imperfect clones that were more individual but retained *just* enough of the original's traits to have a subconscious home field advantage.

Last edited by MAtgS; 04-17-2014 at 10:35 AM.

Prototype

Member
(04-18-2014, 07:00 AM)

+ Quote



Man, those MGS theories are a great read. I'd encourage everyone who is into MGS series to take a look at them, very entertaining. #138

Originally Posted by **Rahul** ▶

Hey Prototype, that's awesome. I've been reading Squall's Dead comments for four years and no one has brought that up. Thanks for mentioning it, I shared it on the Squall's Dead page on Facebook :)

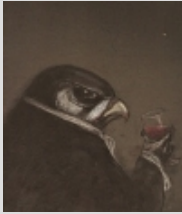
for sure man! It's hard to describe what Squall would have been going through in the theory. Talk about conflicting emotions & desires with reality.

Last edited by Prototype; 04-18-2014 at 07:26 AM.

Deified Data

Banned
(04-18-2014, 07:21 AM)

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Always been a big proponent of Red being a ghost in Pokemon G/S/C. You face him alone atop a deadly, freezing mountain. When you greet him he doesn't speak. When you beat him you black out and he's gone. When you visit his room in Palet Town it's dusty and his mom says she hasn't seen him in months. All of this points towards Red being dead. He attempted to climb Mt. Silver and died at the top. #139

bearcatjosh

Member
(04-20-2014, 03:37 AM)

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Posting because I want more! #140

vids

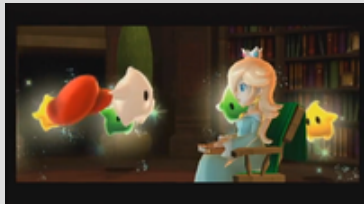
Junior Member
(11-25-2014, 08:02 PM)

+ Quote

Princess Peach and Toad(s) #141



transform posthumous into



Rosalina and Luma(s), higher transcendent lifeforms that exist throughout all of Mario spacetime.

GAMING

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